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# Welcome to EICS 2017

The ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS) is a yearly international conference devoted to engineering usable and reliable interactive computing systems. Research presented at EICS revolves around methods, processes, techniques and tools that support specifying, designing, developing, deploying and verifying interactive systems. This 9th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS'17) took place in Lisbon, Portugal (26-29 June 2017).

EICS gathers researchers that aim to improve the ways we build interactive systems. Building interactive systems is a multi-faceted and challenging activity, involving a plethora of different actors and roles. This is particularly true in the domain of HCI, where we continuously push the edge of what is possible, where there is a crucial need for adequate processes, tools and methods to build reliable, useful and usable systems that help people cope with the ever-increasing complexity of work and life. The primary goal of the EICS conference series is to provide a venue for novel and high quality contributions in this direction.

EICS is probably the longest running HCI conference in the field. Its starting point in history goes back as far as 1974 to an IFIP Conference on Command Languages held in Lund, Sweden, from July 29 to August 2. Although it only has been an ACM SIGCHI sponsored conference since 2009, EICS is a continuation and merge of a set of series of conferences, symposiums and workshops - most notably the IFIP WG 2.7/13.4 conference on Engineering HCI (EHCI) - that shared a common interest: the engineering aspects of HCI.

EICS 2017 received 40 full paper and 40 Late-Breaking Results (LBR) submissions. A revised reviewing process was put in place with full paper submissions going through a "revise and resubmit" phase, for which some authors received shepherding and guidance by a senior PC member. This shows the commitment of the EICS community to not only ensure high quality contributions at the conference, but also to educate and enable authors to write down and present their best work for this conference. 15 senior PC members selected reviewers from a set of expert program committee members to ensure high quality and insightful reviews for all papers. A physical program committee meeting with the senior PC members and paper chairs to discuss the full paper submissions in person was organized on March 17 in Paris. 11 full papers and 18 LBR papers (four as Poster presentations) were accepted, resulting in respectively 27.5% acceptance rate for full papers and 45% for LBR papers. Full papers were published in the first issue of the newly created Proc. of the ACM on Human Computer Interaction journal, all other contributions are published in these Companion Proceedings. Following the newly adopted publication model, three additional full papers were accepted for presentation at the conference from submissions to the Proc. of the ACM on Human Computer Interaction journal.

In addition to the 32 papers, the EICS'17 program includes six demonstrations, two free tutorials, a pre-conference workshop and a doctoral consortium. Workshops provide a more focused venue on a topic of interest for engineering interactive computing systems. This year the workshop covers the engineering of computer-human interaction in recommender systems. EICS'17 features two keynote speakers that can challenge the EICS community with their perspectives on the relation between engineering interactive computing systems and other relevant areas in human-computer interaction. Prof. Gilbert Cockton, in "Engineering Is Worth It, But Only When Rational Ideals Accept Reflective Realities" will discuss the relation between engineering and creative design. Prof. Paul Dourish, in "The Stuff of Bits: Exploring the Materialities of Information in Interaction", will explore the range of ways that we might incorporate a sense of the material into how we think about interaction with digital information.

We would like to thank all who contributed to EICS'17, PC and senior PC members, chairs of the various conference tracks, the local organization, and our sponsors; especially ACM SIGCHI for their continuous support, and ACM Europe, INESC TEC, NOVA LINCS, Faculdade de Ciências e Tecnologia da Universidade Nova de Lisboa, Turismo de Lisboa, Museu da Água & EPAL, Caixa Geral de Depósitos e Restaurante Casa do Leão for contributing to the organization of EICS'17.

Finally, we would like to invite you to submit your work for EICS 2018, and attend the conference that will be held in Paris (France) at the end of June 2018.

José Creissac Campos and Nuno Nunes, General Conference Chairs  
Pedro Campos, Technical Chair

Gaëlle Calvary and Jeffrey Nichols, Full Paper Chairs  
Célia Martinie and José Luis Silva, Late-Breaking Results Chairs